

REFERENCES

- [1] D. Hikmawati and C. Nuryakin, "Keberadaan Ritel Modern dan Dampaknya terhadap Pasar Tradisional di DKI Jakarta," *J. Ekon. dan Pembang. Indones.*, vol. 17, no. 2, pp. 195–208, Jan. 2017, doi: 10.21002/jepi.v17i2.768.
- [2] S. Miftah, M. Heru, and S. Riyadi, "Implementasi E-Commerce Sebagai Media Penjualan Online (Studi Kasus Pada Toko Pastbrik Kota Malang)," 2015.
- [3] Y. Sugianti and O. F. Sitorus, "Eksistensi Ritel Tradisional Masa Pandemi Covid 19," vol. 15, no. 1, 2021, doi: 10.19184/jpe.v15i1.19315.
- [4] O. Sebagai *et al.*, "Fenomena Perilaku Belanja Via." [Online]. Available: www.internetworldstats.com.
- [5] R. Yustiani and R. Yunanto, "Peran Marketplace Sebagai Alternatif Bisnis Di Era Teknologi Informasi," *Komputa J. Ilm. Komput. dan Inform.*, vol. 6, no. 2, pp. 43–48, Oct. 2017, doi: 10.34010/komputa.v6i2.2476.
- [6] V. Chandra, "Comparison between Various Software Development Methodologies," 2015.
- [7] F. Hayat, A. U. Rehman, K. S. Arif, K. Wahab, and M. Abbas, "The Influence of Agile Methodology (Scrum) on Software Project Management," in *Proceedings - 20th IEEE/ACIS International Conference on Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing, SNPD 2019*, Jul. 2019, pp. 145–149, doi: 10.1109/SNPD.2019.8935813.
- [8] C. Vetterli, F. Uebernickel, and W. Brenner, "Jumpstarting Scrum with Design Thinking Digitalization in the Insurance Industry View project Industrialized Information Management (IIM) View project," 2013. [Online]. Available: <https://www.researchgate.net/publication/255710860>.
- [9] F. Dobrigkeit, D. de Paula, and M. Uflacker, "InnoDev: A Software Development Methodology Integrating Design Thinking, Scrum and Lean Startup," 2019, pp. 199–227.
- [10] M. Grashiller, Luedeke, Tobias, Vielhaber, and Michael, "Integrated approach to the agile development with design thinking in an industrial environment," 2017. [Online]. Available: <https://www.researchgate.net/publication/317429081>.
- [11] F. Häger, T. Kowark, J. Krüger, C. Vetterli, F. Uebernickel, and M. Uflacker, "DT@Scrum: Integrating Design Thinking with Software Development Processes," 2015, pp. 263–289.
- [12] C. M. Mendonça de Sá Araújo, I. Miranda Santos, E. Dias Canedo, and A. P. Favacho de Araújo, "Design Thinking Versus Design Sprint: A Comparative Study," in *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 2019, vol. 11583 LNCS, pp. 291–306, doi: 10.1007/978-3-030-23570-3_22.
- [13] "Design Sprints vs Design Thinking vs Agile | by John Vetan | Design Sprint Academy | Medium." <https://medium.com/design-sprint-academy/design-sprints-vs-design-thinking-vs-agile-49afea5bedfe> (accessed Sept. 27, 2021).
- [14] M. M. Higuchi and D. N. Nakano, "Agile Design: A Combined Model Based on Design Thinking and Agile Methodologies for Digital Games Projects," *Rev. Gestão e Proj.*, vol. 08, no. 02, pp. 109–126, Aug. 2017, doi: 10.5585/gep.v8i2.528.
- [15] R. Alroobaea and P. J. Mayhew, "How many participants are really enough for usability studies?," in *Proceedings of 2014 Science and Information Conference, SAI 2014*, Oct. 2014, pp. 48–56, doi: 10.1109/SAI.2014.6918171.
- [16] J. Brooke, "SUS: a retrospective Display design for fault diagnosis View project Decision Making in General Practice View project SUS: A Retrospective," 2013.
- [17] J. Brooke, "SUS: A quick and dirty usability scale Display design for fault diagnosis View project." [Online]. Available: <https://www.researchgate.net/publication/228593520>.
- [18] Arafeen, "Improving Software Development Using Scrum Model by Analyzing Up and Down Movements On The Sprint Burn Down Chart: Proposition for Better Alternatives," *Int. J. Digit. Content Technol. its Appl.*, vol. 3, no. 3, 2009, doi: 10.4156/jdcta.vol3.issue3.15.